


































PT Los Angeles	ET New York	BST London	CEST Paris	AEST + 1 Day Sydney	NZST + 1 Day Wellington	<b>Monday, June 8, 2020</b>	<b>Tuesday, June 9, 2020</b>
						<b>Session 1 Virtual Production Europe</b>	<b>Session 1 Immersive Storytelling - Part 1</b>
5:30 > 5:35 AM	8:30 > 8:35 AM	13h30 > 13h35	14h30 > 14h35	10:30 > 10:35 PM	00:30 > 00:35 AM	<p><b>RealTime Conference 2020</b> Welcome &amp; Opening Address</p> <p><b>Jean-Michel Blottiere</b> - Founder &amp; CEO - RealTime Conference</p> <p><i>Welcome to RTC 2020 - June 8 &amp; 9 sessions</i></p>	<p><b>RealTime Conference 2020</b> <b>Immersive Storytelling</b> Welcome &amp; Opening Address</p> <p><b>Jean-Michel Blottiere</b> - Founder &amp; CEO - RealTime Conference</p> <p><u>Hosts</u></p> <p><b>Alex Coulombe</b> - Creative Director - Agile Lens <b>Emma Buttin</b> - TV, New Media &amp; VR - Cultural Services of the French Embassy, USA</p> <p><i>Welcome to RTC 2020 - June 9 session Introduction to the Immersive Storytelling series of talks &amp; panels</i></p>
5:40 > 6:00 AM	8:40 > 9:00 AM	13h40 > 14h00	14h40 > 15h00	10:40 > 11:00 PM	00:40 > 1:00 AM	<p><b>Man &amp; Machine Interactions</b> Talk</p> <p><b>René Schulte</b> - Director of Global Innovation – Valorem Reply</p> <p><i>Spatial Computing with Azure Mixed Reality, Digital Twins and HoloLens 2</i></p>	<p><b>Immersive Storytelling</b> Panelists Presentation</p> <p><b>Melodie Mousset</b> - Artist   Co-founder - Patch.XR</p> <p><i>Life inside a digital synthesizer</i></p>







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						<b>Monday, June 8, 2020</b>	<b>Tuesday, June 9, 2020</b>
6:05 > 6:25 AM	9:05 > 9:25 AM	14h05 > 14h25	15h05 > 15h25	11:05 > 11:25 PM	1:05 > 1:25 AM	<p><b>Man &amp; Machine Interactions</b> Talk</p> <p><b>Dennys Kuhnert</b> - Founder &amp; COO - Holonautic  <b>Roger Küng</b> - Founder &amp; CEO - Holonautic</p> <p><i>How to prepare your Real Time Production Teams for a Controller-less VR era?</i></p>	<p><b>Immersive Storytelling</b> Panelists Presentation</p> <p><b>Alexis Jolis-Desautels</b> - Creative Director - RedPill VR</p> <p><i>Take the RedPill - Creating a new reality where people and art can meet</i></p>
6:30 > 6:55 AM	9:30 > 9:55 AM	14h30 > 14h55	15h30 > 15h55	11:30 > 11:55 PM	1:30 > 1:55 AM	<p><b>Virtual Production Region By Region: Europe</b></p> <p><u>Host</u></p> <p><b>Terrence Masson</b> - Chair - SVA MFA Computer Arts</p> <p><u>Panelists Presentation</u></p> <p><b>Patrik Forsberg</b> - Creative Director - Stiller Studios  <b>Fredrik Darum</b> - Head of R&amp;D - Stiller Studios</p> <p><i>12 years of virtual production at Stiller Studios</i></p>	<p><b>Immersive Storytelling</b> Panelists Presentation</p> <p><b>David Gochfeld</b> - XR Creative Director and Producer  <b>Anna Henson</b> - XR Experience Designer, Researcher, and Educator</p> <p><i>Liveness in Virtual Reality</i></p>
7:00 > 7:25 AM	10:00 > 10:25 AM	15h00 > 15h25	16h00 > 16h25	00:00 > 00:25 AM	2:00 > 2:25 AM	<p><b>Virtual Production Region By Region: Europe</b> Panelists Presentation</p> <p><b>Fred Volhuer</b> - President - Atlas V</p> <p><i>Up the immersive storytelling river</i></p>	<p><b>Immersive Storytelling</b> Panelists Presentation</p> <p><b>Ken Perlin</b> - Director &amp; Professor - NYU Future of Reality Lab</p> <p><i>How to Build a Holodeck</i></p>







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						<b>Monday, June 8, 2020</b>	<b>Tuesday, June 9, 2020</b>
7:30 > 7:55 AM	10:30 > 10:55 AM	15h30 > 15h55	16h30 > 16h55	00:30 > 00:55 AM	2:30 > 2:55 AM	<b>Virtual Production Region By Region: Europe</b> ILM Keynote  <b>Matt Rank</b> - Senior Virtual Production Supervisor - Industrial Light & Magic  <i>Stagecraft - From Concept to Final Pixels</i>	<b>Immersive Storytelling</b> Panel Discussion  Hosts  <b>Alex Coulombe</b> - Creative Director at Agile Lens <b>Emma Buttin</b> - TV, New Media & VR - Cultural Services of the French Embassy, USA  Panelists  <b>Melodie Mousset</b> - Artist   Co-founder - Patch.XR <b>David Gochfeld</b> - XXR Creative Director and Producer <b>Anna Henson</b> - XR Experience Designer, Researcher, and Educator <b>Alexis Jolis</b> -Desautels - Creative Director - RedPill VR <b>Ken Perlin</b> - Director & Professor - NYU Future of Reality Lab  <i>Social Interaction: How To Create A Sense Of Presence And Engage Our Bodies?</i>  <i>The panelists will discuss how emerging realtime technology enables new methods of communication with each other. Audience Q&amp;A is encouraged!</i>
8:00 > 8:25 AM	11:00 > 11:25 AM	16h00 > 16h25	17h00 > 17h25	1:00 > 1:25 AM	3:00 > 3:25 AM	<b>Virtual Production &amp; Future Computing</b> Fireside Chat  <b>Raja Koduri</b> - Chief Architect & Sr. Vice President - Intel Corporation  <i>Fireside Chat Q&amp;A between Raja Koduri and Jean-Michel Blottiere</i>	
8:30 > 8:45 AM	11:30 > 11:45 AM	16h30 > 16h45	17h30 > 17h45	1:30 > 1:45 AM	3:30 > 3:45 AM	<b>Networking Break &amp; Talks</b>	<b>Networking Break &amp; Talks</b>

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						<b>Session 2 Virtual Production Europe Panel Discussion</b>	<b>Session 2 Immersive Storytelling Real-Time Live Demo</b>
8:45 > 9:05 AM	11:45 > 12:05 PM	16h45 > 17h05	17h45 > 18h05	1:45 > 2:05 AM	3:45 > 4:05 AM	<b>Virtual Production Region By Region: Europe</b> Panel Discussion  Host  <b>Terrence Masson</b> - Chair - SVA MFA Computer Arts  Panelists  <b>Patrik Forsberg</b> - Creative Director - Stiller Studios <b>Mohen Leo</b> - VFX Supervisor - Industrial Light & Magic <b>Matt Rank</b> - Senior Virtual Production Supervisor - Industrial Light & Magic <b>Fred Volhuer</b> - President - Atlas V <b>Per Karefelt</b> - Realtime Architect - MPC <b>Vince Baertsoen</b> - Global Head of CG (IA) - Framestore <b>Sebastian Sylwan</b> - CTO - Film & Episodic VFX - Technicolor <b>Kim Libreri</b> - CTO - Epic games	<b>Tools of Tomorrow</b> Talk  <b>Ed Plowman</b> - CTO - Disguise  <i>disguise xR: the next level of virtual            production</i>
9:10 > 9:55 AM	12:10 > 12:55 PM	17h10 > 17h55	18h10 > 18h55	2:10 > 2:55 AM	4:10 > 4:55 AM		<b>Tools of Tomorrow</b> Real-Time Live Demo  <b>Jean-Colas Prunier</b> - Founder & CEO - PocketStudio <b>Tom Schwarz</b> - Product Manager - PocketStudio <b>Fredrik Darum</b> - Head of R&D - Stiller Studios <b>Stephane Tayeb</b> - Co-CTO - PocketStudio  <i>Real-Time Collaborative Filmmaking:            Walk the Talk with a Live Demo!</i>  <i>Presented to the public for the first time in 2018            at the SIGGRAPH Real-Time Live! competition,            PocketStudio is the first Digital Content Creation            tool built from the ground up upon a real-time            collaborative unified workflow specifically designed            by filmmakers for filmmakers. A movie making            engine allowing filmmakers to collaborate from            anywhere, with any device and in real-time! In this            demo, four users located in different countries will            use PocketStudio to create a short movie together,            live, in front of your very eyes. Want to try too? Join            the demo and get an exclusive access to a pre-            release version of PocketStudio as a special gift to            the RTC community.</i>
10:00 > 10:15 AM	1:00 > 1:15 PM	18h00 > 18h15	19h00 > 19h15	3:00 > 3:15 AM	5:00 > 5:15 AM	<b>Networking Break &amp; Talks</b>	<b>Networking Break &amp; Talks</b>







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						<p align="center"><b>Session 3</b>  <b>Virtual Production Europe</b>  <b>Real-Time Live Demo</b></p>	<p align="center"><b>Session 3</b>  <b>Immersive Storytelling</b>  <b>Keynote</b></p>
10:15 > 10:55 AM	1:15 > 1:55 PM	18h15 > 18h55	19h15 > 19h55	3:15 > 3:55 AM	5:15 > 5:55 AM	<p align="center"><b>Virtual Production</b>  Tools of Tomorrow - Real-Time Live Demo</p> <p><b>Mariana Acuña Acosta</b> - CPO &amp; Co-founder - Glassbox Technologies  <b>Norman Wang</b> - Co-founder &amp; CEO - Glassbox Technologies  <b>Johannes Wilke</b> - Executive Producer - Glassbox Technologies  <b>Evan Browning</b> - Engineer - Glassbox Technologies</p> <p align="center"><i>Collaborative, Cross-Continent Virtual Production Showcase with BeeHive &amp; DragonFly from Glassbox Technologies</i></p> <p><i>In this real-time virtual production presentation and demo the team at Glassbox Technologies, located across 3 continents, will showcase how you can use Beehive &amp; DragonFly alongside Unreal Engine and Maya to showcase a real-time, cross-application, multi-user workflow for virtual production, visualization and location scouting with a team located anywhere in the world.</i></p>	<p align="center"><b>Immersive Storytelling</b>  Keynote</p> <p align="center"><b>Jan Pinkava</b> - Creative Director</p> <p align="center"><i>What am I looking at? Real Stories and Fake Realities</i></p> <p align="center"><i>Let's start with a closer look at three old, interrelated ideas in immersive storytelling - Interactivity, Reality, and Presence - and see if we can understand ourselves and ask some difficult questions. But can we do it without using words like Verisimilitude and Phenomenology? Find out for yourself!</i></p>
11:00 > 11:15 AM	2:00 > 2:15 PM	19h00 > 19h15	20h00 > 20h15	4:00 > 4:15 AM	6:00 > 6:15 AM	<b>Networking Break &amp; Talks</b>	<b>Networking Break &amp; Talks</b>







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						<b>Session 4 Real-Time @ SIGGRAPH</b>	<b>Session 4 Immersive Storytelling - Part 2</b>
11:15 > 11:30 AM	2:15 > 2:30 PM	19h15 > 19h30	20h15 > 20h30	4:15 > 4:30 AM	6:15 > 6:30 AM	<p><b>Real-Time @ SIGGRAPH</b></p> <p>Host</p> <p><b>Adam Finkelstein</b> - Professor, Computer Science Department - Princeton University</p> <p>Presenter</p> <p><b>Szymon Rusinkiewicz</b> - David M. Siegel '83 Professor of Computer Science - Princeton University   Technical Papers Chair – SIGGRAPH 2020</p> <p><i>Preview of SIGGRAPH 2020</i></p>	<p><b>Immersive Storytelling</b></p> <p>Host</p> <p><b>Jan Pflueger</b> - Founder &amp; Advisor - v AdvisXR</p> <p>Speakers</p> <p><b>Solomon Rogers</b> - Founder &amp; CEO - REWIND</p> <p><b>Nils Wollny</b> - CEO &amp; co-founder - holoride</p> <p><i>Vehicles and VR: An In-Car Entertainment Revolution Is Coming</i></p>
11:35 > 11:50 AM	2:35 > 2:50 PM	19h35 > 19h50	20h35 > 20h50	4:35 > 4:50 AM	6:35 > 6:50 AM	<p><b>Real-Time @ SIGGRAPH Papers</b></p> <p><b>Oliver Glauser</b> - Researcher - Capskin Sensors.</p> <p><i>Stretch Sensor Arrays for Deformation and Motion Capture</i></p>	







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11:55 > 12:10 PM	2:55 > 3:10 PM	19h55 > 20h10	20h55 > 21h10	4:55 > 5:10 AM	6:55 > 7:10 AM	<p><b>Real-Time @ SIGGRAPH</b> Papers</p> <p><b>Chenfanfu Jiang</b> - Assistant Professor of Computer and Information Science - University of Pennsylvania.</p> <p><i>Photorealistic and efficient simulation of natural phenomena</i></p>	<p><b>Immersive Storytelling</b> Talks</p> <p><b>Eliza McNair</b> - Software Engineer - Walt Disney Direct-to-Consumer &amp; International</p> <p><b>Christiaan Cokas</b> - Associate Director - Walt Disney Direct-to-Consumer &amp; International</p> <p><i>Real-Time Data Visualizations: K-Zone 3D, Hit Track, and the Virtual + Mixed Reality Batting Cage</i></p>
12:15 > 12:30 PM	3:15 > 3:30 PM	20h15 > 20h30	21h15 > 21h30	5:15 > 5:30 AM	7:15 > 7:30 AM	<p><b>Real-Time @ SIGGRAPH</b> Papers</p> <p><b>David Bau</b> - Ph.D. Candidate in Electrical Engineering and Computer Science - Massachusetts Institute of Technology</p> <p><i>Painting with a Deep Generative Model</i></p>	
12:30 > 12:45 PM	3:30 > 3:45 PM	20h30 > 20h45	21h30 > 21h45	5:30 > 5:45 AM	7:30 > 7:45 AM	<b>Networking Break &amp; Talks</b>	<b>Networking Break &amp; Talks</b>







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						<b>Session 5 XE   5G</b>	<b>Session 5 Immersive Storytelling - Part 3</b>
12:45 > 1:10 PM	3:45 > 4:10 PM	20h45 > 21h10	21h45 > 22h10	5:45 > 6:10 AM	7:45 > 8:10 AM	<p><b>Enabling the Next Era of Computing - Volumetric Capture</b> Keynote</p> <p><u>Host</u></p> <p><b>Neil Schneider</b> - Executive Director - The International Future Computing Association (TIFCA)</p> <p><u>Keynote Speaker</u></p> <p><b>Steve Sullivan</b> - Partner, General Manager - Mixed Reality Capture Studios - Microsoft</p> <p><i>Volumetric video for Mixed Reality and beyond</i></p>	<p><b>Immersive Storytelling</b> Keynote</p> <p><u>Hosts</u></p> <p><b>Alex Coulombe</b> - Creative Director at Agile Lens <b>Emma Buttin</b> - TV, New Media &amp; VR - Cultural Services of the French Embassy, USA</p> <p><u>Keynote Speakers</u></p> <p><b>Jeff Gipson</b> - Director - Walt Disney Animation Studios <b>Jose Luis Gomez Diaz</b> - Lead Software Engineer, AR/VR - Walt Disney Animation Studios</p> <p><i>The Collaboration Between Art &amp; Technology: Making Disney Animation's Myth: A Frozen Tale</i></p>
1:15 > 1:35 PM	4:15 > 4:35 PM	21h15 > 21h40	22h15 > 22h35	6:15 > 6:35 AM	8:15 > 8:35 AM	<p><b>Enabling the Next Era of Computing - Location Based AR Visualization</b> Keynote</p> <p><b>Luke Ritchie</b> - Head of Interactive Arts - Nexus Studios</p> <p><i>Location Based AR Visualization</i></p>	<p><b>Immersive Storytelling</b> Keynote</p> <p><b>Gary Marshall</b> - Creative Technology Supervisor &amp; VFX Designer - The Third Floor</p> <p><i>Tutankhamen: Enter the Tomb with The Third Floor</i></p>
1:40 > 2:05 PM	4:40 > 5:05 PM	21h40 > 22h05	22h40 > 23h05	6:40 > 7:05 AM	8:40 > 9:05 AM	<p><b>Enabling the Next Era of Computing - 5G</b> Keynote</p> <p><b>Nigel Tierney</b> - Head of Content - Verizon Media /Ryot</p> <p><i>Creating Content At The Speed of 5G</i></p>	<p><b>Immersive Storytelling</b> Keynote</p> <p><b>Rachid El Guerrab</b> - Founder - Haiba LLC</p> <p><i>The New Storytelling Craft - Nonlinear, Dynamic, and RealTime</i></p>



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2:10 > 2:55 PM	5:10 > 5:55 PM	22h10 > 22h55	23h10 > 23h55	7:10 > 7:55 AM	9:10 > 9:55 AM	<p><b>Enabling the Next Era of Computing</b> Panel Discussion</p> <p><u>Host</u></p> <p><b>Neil Schneider</b> - Executive Director - The International Future Computing Association (TIFCA)</p> <p><u>Panelists</u></p> <p><b>Reuven Bakalash</b> - CEO - Adshir  <b>Ryan McCall</b> - Director Global Sales &amp; Marketing - UL Benchmarks  <b>Steve Sullivan</b> - Partner, General Manager : Mixed Reality Capture Studios - Microsoft  <b>Adam Glick</b> - Technical Marketing Lead, Visual Cloud Technologies - Advanced Micro Devices  <b>Luke Ritchie</b> - Head of Interactive Arts - Nexus Studios  <b>Nigel Tierney</b> - Head of Content - Verizon Media /Ryot</p> <p><i>The Client-to-Cloud Revolution</i></p>	<p><b>Immersive Storytelling</b> Panel Discussion</p> <p><u>Host</u></p> <p><b>Joanna Popper</b> - Global Head of Virtual Reality for Location Based Entertainment - HP</p> <p><u>Panelists</u></p> <p><b>Jeff Gipson</b> - Director - Walt Disney Animation Studios  <b>Jose Luis Gomez Diaz</b> - Lead Software Engineer, AR/VR - Walt Disney Animation Studios  <b>Gary Marshall</b> - Creative Technology Supervisor &amp; VFX Designer - The Third Floor  <b>Rachid El Guerrab</b> - Founder - Haiba LLC  <b>Jan Pinkava</b> - Creative Director  <b>Eliza McNair</b> - Software Engineer - The Walt Disney Company  <b>Christiaan Cokas</b> - Associate Director - ESPN</p> <p><i>VR For Reinventing Linear Stories</i></p> <p><i>The panelists will discuss lessons learned in utilizing the unique affordances of virtual reality in crafting new forms of narrative. Audience Q&amp;A is encouraged!</i></p>
3:00 > 3:15 PM	6:00 > 6:15 PM	23h00 > 23h15	00h00 > 00h15	8:00 > 8:15 AM	10:00 > 10:15 AM	<b>Networking Break &amp; Talks</b>	<b>Networking Break &amp; Talks</b>

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						<b>Session 6 XR   5G - Cinematics Virtual Production</b>	<b>Session 6 Digital Humans Arts and Education</b>
3:15 > 3:50 PM	6:15 > 6:50 PM	23h15 > 23h50	00h15 > 00h50	8:15 > 8:50 AM	10:15 > 10:50 AM	<p><b>Enabling the Next Era of Computing - XR   5G</b> Tools of Tomorrow - Real-Time Live Demo</p> <p><u>Host</u></p> <p><b>Neil Schneider</b> - Executive Director - The International Future Computing Association (TIFCA)</p> <p><u>Presenter</u></p> <p><b>Gaspard Giroud</b> - Founder - Garou</p> <p><i>The deployment and scalability of large XR worlds on Verizon's 5g Ultra Wideband.</i></p>	<p><b>Digital Humans   Artificial Intelligence   Machine Learning   GANs</b> Introduction &amp; Opening Keynote</p> <p><u>Hosts</u></p> <p><b>Mike Seymour</b> - Lecturer, Researcher Digital Humans &amp; Writer - MOTUS Lab (DDGR) USYD   co-founder - fxguide <b>Christophe Héry</b> - Research Scientist - Facebook Reality Labs</p> <p><u>Keynote Speaker</u></p> <p><b>Andrew Glassner</b> - Senior Research Scientist - Weta Digital</p> <p><i>Making Digital Personalities From The Inside Out</i></p>
3:55 > 4:15 PM	6:55 > 7:15 PM	23h55 > 00h15	00h55 > 01h15	8:55 > 9:15 AM	10:55 > 11:15 AM	<p><b>Games Cinematics</b> Keynote</p> <p><u>Host and Keynote Speaker</u></p> <p><b>Greg Mitchell</b> - Cinematics Director - The Coalition Studio - Microsoft</p> <p><i>A Cinematic Challenge - Going Real-Time in Gears 5</i></p>	<p><b>Digital Humans   Artificial Intelligence   Machine Learning   GANs</b> Panelists Presentation</p> <p><b>Simon Yuen</b> - Director of graphics AI - NVIDIA</p> <p><i>AI Based Conversational Digital Characters</i></p>
4:20 > 4:40 PM	7:20 > 7:40 PM	00h20 > 00h40	01h20 > 01h40	9:20 > 9:40 AM	11:20 > 11:40 AM		<p><b>Digital Humans   Artificial Intelligence   Machine Learning   GANs</b> Panelists Presentation</p> <p><b>Thiago Porto</b> - VFX Supervisor / Senior Comp - MPC New York</p> <p><i>How we get ML tools into Pipelines for Artists</i></p>

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4:45 > 5:05 PM	7:45 > 8:05 PM	00h45 > 01h05	01h45 > 02h05	9:45 > 10:05 AM	11:45 > 12:05 PM	<b>Games Cinematics</b> Panelists Presentation <b>Michael Zaman</b> - Head of Realtime - Axis Studios  <i>Embracing a real-time pipeline</i>	<b>Digital Humans   Artificial Intelligence   Machine Learning   GANs</b> Panelists Presentation <b>Hao Li</b> - CEO - Pinscreen  <i>Discussing latest PaGAN tech and face replacement</i>
5:10 > 5:30 PM	8:10 > 8:30 PM	01h10 > 01h30	02h10 > 02h30	10:10 > 10:30 AM	12:10 > 12:30 PM	<b>Games Cinematics</b> Panelists Presentation <b>Matt Workman</b> - Owner - Cinematography Database  <i>Combining Live Action Cinematography Techniques and Real Time Graphics</i>	<b>Digital Humans   Artificial Intelligence   Machine Learning   GANs</b> Panelists Presentation <b>Jonathan Heimann</b> - Co-Founder - Canny AI  <i>Machine Learning from a Client's Point of View</i>
5:35 > 6:15 PM	8:35 > 9:15 PM	01h35 > 02h15	02h35 > 03h15	10:35 > 11:15 AM	12:35 > 1:15 PM	<b>Games Cinematics</b> Panel Discussion  Host <b>Greg Mitchell</b> - Cinematics Director - The Coalition Studio - Microsoft  Panelists <b>Marty Stoltz</b> - Cinematic Development Director - Warner Brothers Games/ Netherrealm Studios <b>Jerry O'Flaherty</b> - Art Director - Riot Games <b>Dori Arazi</b> - Director of Photography / Cinematic Art Lead - Sony Santa Monica <b>Matt Workman</b> - Owner - Cinematography Database <b>Kim Libreri</b> - CTO - Epic games  <i>The Ever Evolving Real-Time Cinematic</i>	<b>Digital Humans   Artificial Intelligence   Machine Learning   GANs</b>  Hosts <b>Mike Seymour</b> - Lecturer, Researcher Digital Humans & Writer - MOTUS Lab (DDGR) USYD   co-founder - fxguide <b>Christophe Héry</b> - Research Scientist - Facebook Reality Labs  Panelists <b>Andrew Glassner</b> - Senior Research Scientist - Weta Digital <b>Hao Li</b> - CEO - Pinscreen <b>Simon Yuen</b> - Director of graphics AI - NVIDIA

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6:20 > 6:55 PM	9:20 > 9:55 PM	02h20 > 02h55	03h20 > 03h55	11:20 > 11:55 AM	1:20 > 1:55 PM	<p style="text-align: center;"><b>Virtual Production</b> Panel Discussion</p> <p style="text-align: center;"><u>Host</u></p> <p><b>Karen Idelson</b> - Entertainment, Technology &amp; Pop Culture Writer   Branded Content Developer   Moderator/Speaker - Variety</p> <p style="text-align: center;"><u>Panelists</u></p> <p><b>Mariana Acuña Acosta</b> - CPO &amp; Co-founder - Glassbox Technologies  <b>Ted Schilowitz</b> - Futurist - Paramount Pictures  <b>Bjorne Larson</b> - Director   Writer   Producer   Founder - Deep Forest Films and Björne Larson Film</p> <p style="text-align: center;"><i>Democratizing Real-Time AI-Assisted Film Pipelines</i></p>	
						<p style="text-align: center;"><b>Real-Time, Art &amp; Education</b> Panel Discussion</p> <p style="text-align: center;"><u>Host</u></p> <p><b>Terrence Masson</b> - M.F.A. Computer Arts Chair - School of Visual Arts</p> <p style="text-align: center;"><u>Panelists</u></p> <p><b>Amber Bartosh</b> - Assistant Professor - Syracuse University School of Architecture  <b>Ken Perlin</b> - Director &amp; Professor - NYU Future of Reality Lab</p> <p style="text-align: center;"><i>Future of Real-Time in Experimental Art &amp; Education</i></p>	
7:00 PM	10:00 PM	03h00	04h00	12 PM	2 PM	<b>End of RTC 2020 June 8</b>	
						<b>End of RTC 2020 June 9</b>	